

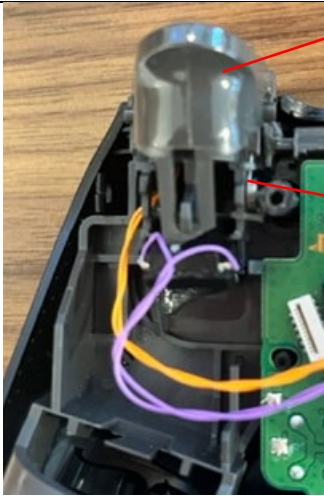

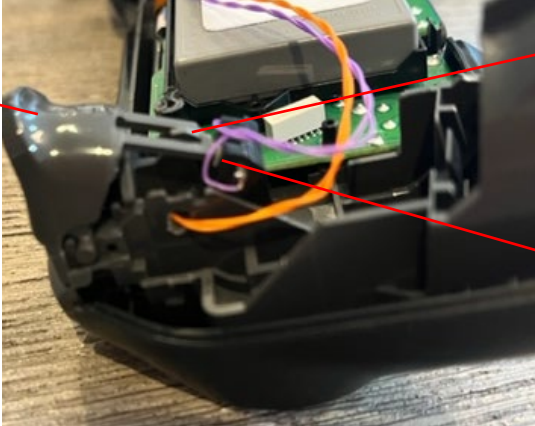


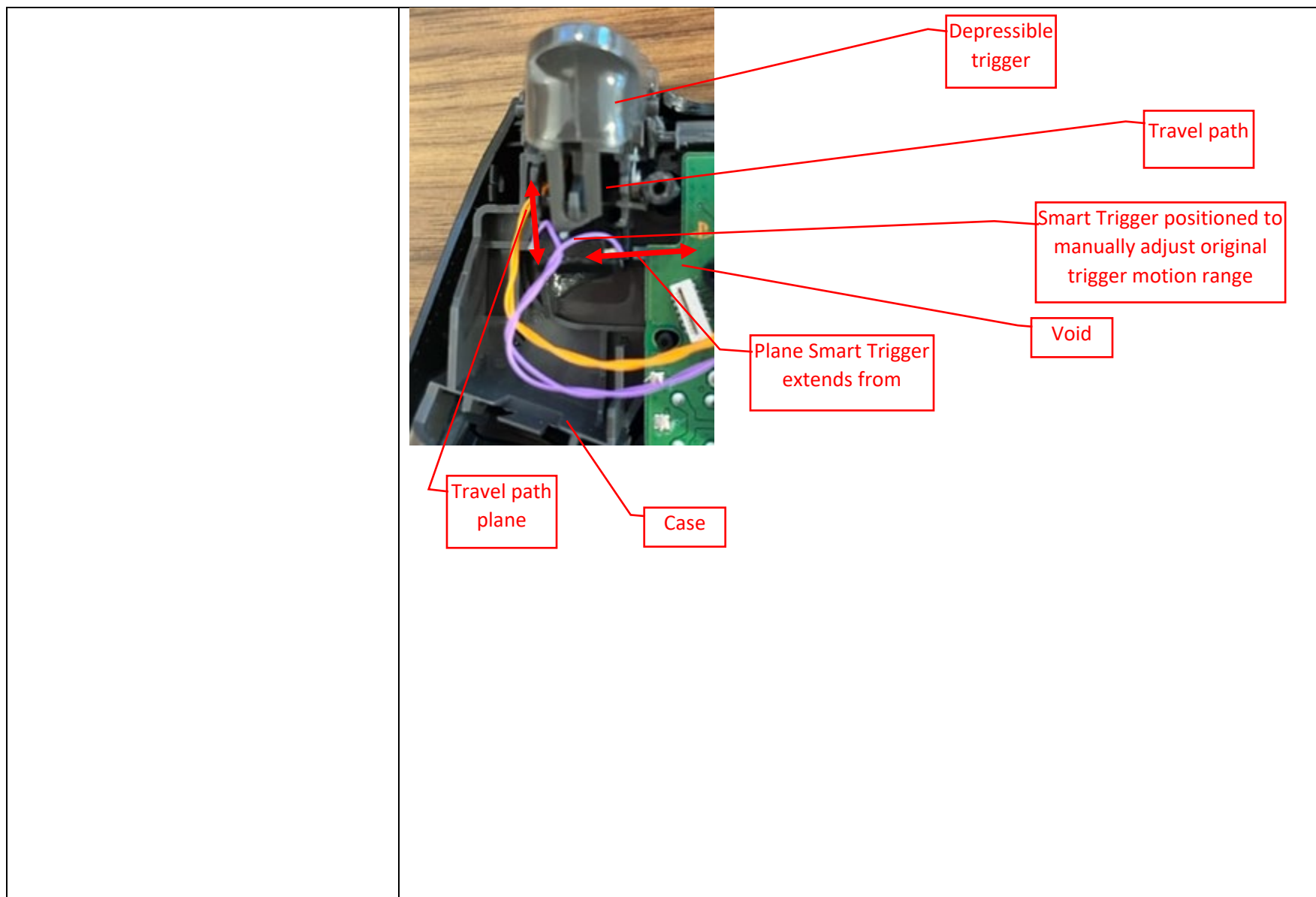
Exhibit N:  
Exemplary Infringement of U.S.  
Patent No. 11,185,766 by PS4  
Controller with “Smart Trigger”

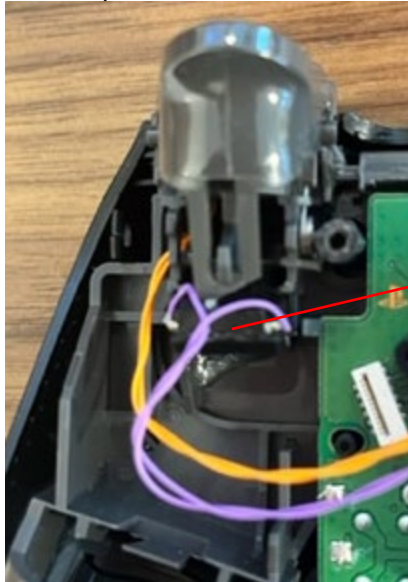
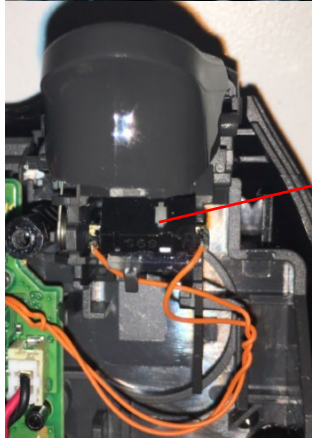
Claim 1 of US 11,185,766	
<p>An apparatus for providing a user input to a computer program for controlling the computer program, the apparatus comprising:</p>	<p>To the extent the preamble is limiting, the Battle Beaver products include this feature. The PS4 with Smart Triggers is an apparatus that provides user input to a computer program for controlling the computer program.</p> <div data-bbox="924 475 1650 933" data-label="Image"> <p>A photograph of a black PS4 DualShock 4 controller lying on a wooden surface. A red line originates from a red-bordered box containing the word 'Apparatus' and points to the right trigger button (the button with the 'X' symbol).</p> </div> <p>For example, the Smart Triggers provide an “input” for computer programs, such as “shooter games” including “Halo.” <a href="https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers">https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers</a></p> <div data-bbox="693 1068 1898 1325" data-label="Complex-Block"> <p>▼ <b>What are Smart Triggers / Bumpers?</b></p> <p>Our <b>Smart Triggers and Smart Bumpers</b> are what we believe to be the epitome of performance modifications for shooter games, they remove the travel time necessary for the button to register an input. Instead of having to travel all the way down, all you'll hear is that satisfying 'click' the instant you decide to pull the trigger.</p> <p>For you Halo fans, our Smart Triggers register instantly at 100% so there's no need to worry about charging for that Noob Combo!</p> </div>

<p>An outer case;</p>	<p>The PS4 controller includes an outer case.</p> <div data-bbox="997 258 1593 594"></div> <div data-bbox="1682 358 1824 391">Outer case</div>
<p>At least one depressible trigger pivotally mounted to the apparatus and biased to a resting position when the depressible trigger is not activated,</p>	<p>The controller includes at least one depressible trigger mounted to the apparatus, where the Trigger is biased to a resting position when not actviated.</p> <div data-bbox="953 729 1635 1118"></div> <div data-bbox="791 745 934 813">Depressible trigger</div> <div data-bbox="1711 764 1854 833">Depressible trigger</div>

	 <p>Depressible trigger</p> <p>Spring to bias trigger to a resting position when not activated</p>
<p>the depressible trigger having an outer surface configured for engagement during operation and extending outside the outer case, and an inner surface opposite the outer surface, wherein the inner surface defines a travel path in response to an activation of the depressible trigger, and</p>	<p>The trigger includes an outer surface configured to engagement during operation and extending outside of the outer case.</p>  <p>Depressible trigger</p> <p>Outer surface for engagement outside of case</p> <p>Outer case</p> <p>The trigger includes an inner surface opposite the outer surface, the inner surface defines a travel path in response to activation of the trigger.</p>

	
<p>A mechanism extending from a plane different from the plane of the travel path into a void behind the inner surface of the depressible trigger, wherein the void is defined by the outer case, the mechanism configured to adjust a length of the travel path of the depressible trigger.</p>	<p>Triggers include a mechanism that adjusts a range of motion of the trigger. The Smart Trigger modifies the as-manufactured travel path of the trigger to “remove” travel time actuate the button, i.e., shortens or adjusts the range of motion of the trigger.</p> <div data-bbox="695 787 1898 1044" style="background-color: #2e3436; color: white; padding: 10px;"> <p>▼ <b>What are Smart Triggers / Bumpers?</b></p> <p>Our <b>Smart Triggers and Smart Bumpers</b> are what we believe to be the epitome of performance modifications for shooter games, they remove the travel time necessary for the button to register an input. Instead of having to travel all the way down, all you'll hear is that satisfying 'click' the instant you decide to pull the trigger.</p> <p>For you Halo fans, our Smart Triggers register instantly at 100% so there's no need to worry about charging for that Noob Combo!</p> </div>

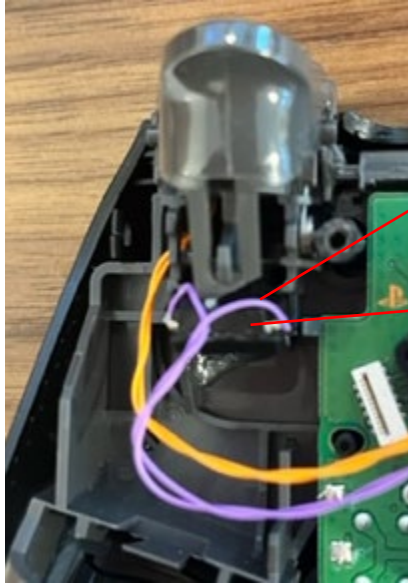



Dependent Claims of Claim 1	
<p>2. The apparatus of claim 1, wherein the mechanism is manually adjustable by a user to adjust a range of motion of the depressible trigger from a first range of motion to a second range of motion.</p>	<p>The PS4 Battle Beaver places the switch within the pathway of the trigger to change the motion of the trigger from a first range to a second range. Further, the Battle Beaver product is modified to remove the trigger actuation protrusion to allow additional variability in the motion path.</p> <div data-bbox="690 386 1094 964"></div> <div data-bbox="1318 602 1654 737"><p>Smart Trigger positioned to manually adjust original trigger motion range</p></div> <div data-bbox="690 964 999 1399"></div> <div data-bbox="1249 1073 1581 1208"><p>Racer Trigger option with trigger protrusion removed</p></div>

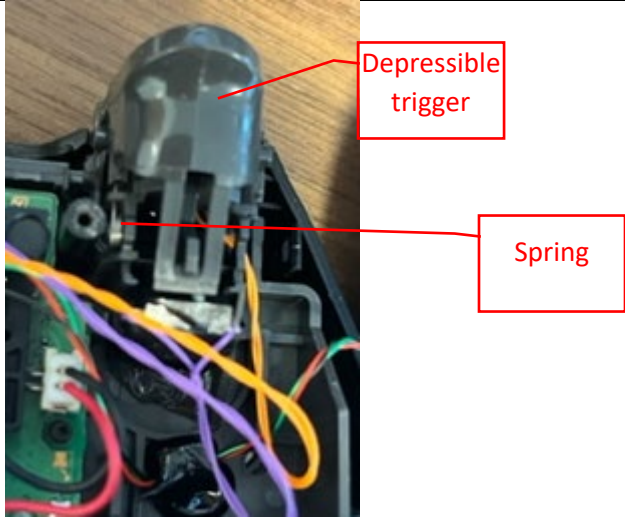


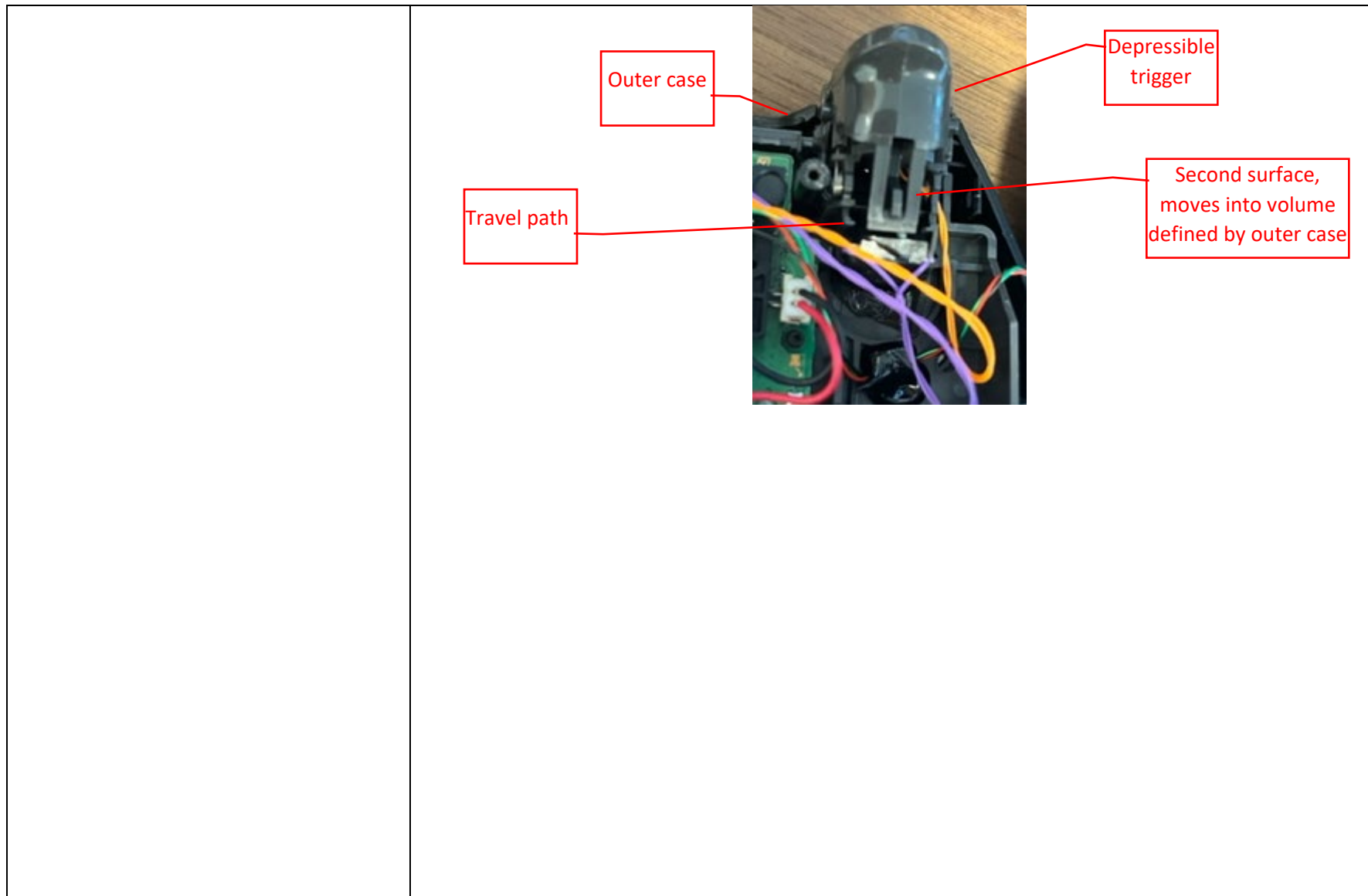
	<p>Options for trigger modifications include “Smart Trigger” and “Racer Trigger,” where the Racer Trigger allows 50% of the original trigger movement.  <a href="https://battlebeavercustoms.com/tools/builder/63">https://battlebeavercustoms.com/tools/builder/63</a></p> <p><b>Triggers</b></p> <p><b>Left Trigger</b></p> <div> <span>No Trigger Adjustments</span> <span>Racer Triggers</span> <span>Smart Triggers</span> </div> <p>Smart Triggers: Permanently and Internally converts linear trigger into a button. Removes the progressive ramp up, and has the shortest and lightest trigger pull available. Works for most games.</p> <p><b>Right Trigger</b></p> <div> <span>No Trigger Adjustments</span> <span>Racer Triggers</span> <span>Smart Triggers</span> </div> <p>Racer Triggers: A unique trigger that is a hybrid between Stock and Smart triggers. The trigger will move freely from 0-50% then click a smart trigger switch to instantly go from 50-100%</p>
<p>7. The apparatus of claim 1, wherein the computer program is a game program.</p>	<p>The PS4 controller provides inputs for game programs, such as Halo.  <a href="https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers">https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers</a></p>
<p>9. The apparatus of claim 1, wherein the apparatus comprises a game controller configured to operate with a computing device.</p>	<p>The PS4 is a game controller that operates with a computing device to provide inputs.  <a href="https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers">https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers</a></p>



Dependent Claim of Dependent Claim 2	
<p>6. The apparatus of claim 2, wherein adjustment of the range of motion of the depressible trigger comprises adjustment of an ending position of the depressible trigger after depression by a user.</p>	<p>The Smart Trigger replaces the original manufactured end point and add a new ending position for the trigger.</p> <div data-bbox="690 362 1094 941"></div> <div data-bbox="1251 488 1514 578"><p>Trigger abuts against Smart Trigger</p></div> <div data-bbox="1283 643 1703 732"><p>Smart Trigger defines new ending position for range of motion</p></div>

Dependent Claims of Dependent Claim 9	
10. The apparatus of claim 9, wherein the computing device comprises a video gaming console.	The PS4 Controller interacts with a PS4, which is a video gaming console.
11. The apparatus of claim 9, further comprising: A second depressible trigger pivotally mounted to the apparatus and biased to a second resting position when the second depressible trigger is not activated,	<p>The PS4 Controller includes two triggers and can include two Smart Triggers (left and right).  <a href="https://battlebeavercustoms.com/tools/builder/63">https://battlebeavercustoms.com/tools/builder/63</a></p> <div data-bbox="915 483 1635 850"> <p><b>Triggers</b></p> <p><b>Left Trigger</b></p> <div> <span>No Trigger Adjustments</span> <span>Racer Triggers</span> <span>Smart Triggers</span> </div> <p>Smart Triggers: Permanently and Internally converts linear trigger into a button. Removes the progressive ramp up, and has the shortest and lightest trigger pull available. Works for most games.</p> <p><b>Right Trigger</b></p> <div> <span>No Trigger Adjustments</span> <span>Racer Triggers</span> <span>Smart Triggers</span> </div> <p>Smart Triggers: Permanently and Internally converts linear trigger into a button. Removes the progressive ramp up, and has the shortest and lightest trigger pull available. Works for most games.</p> </div> <p>As with the first trigger, the second trigger is pivotally mounted and biased to a second resting position.</p> <div data-bbox="766 1000 1845 1390">  </div>

	
<p>the second depressible trigger having an outer surface configured for engagement during operation and extending outside the outer case, and an inner surface opposite the outer surface, wherein the inner surface defines a second travel path in response to an activation of the second depressible trigger, and</p>	<p>The second trigger is similar to the first trigger and includes an outer surface configured for engagement and extending outside the outer case and an inner surface opposite the outer surface. The inner surface defining a second travel path in response to an activation of the second trigger. the first surface, the second surface configured to move into a volume defined by the outer case when the trigger is depressed.</p>



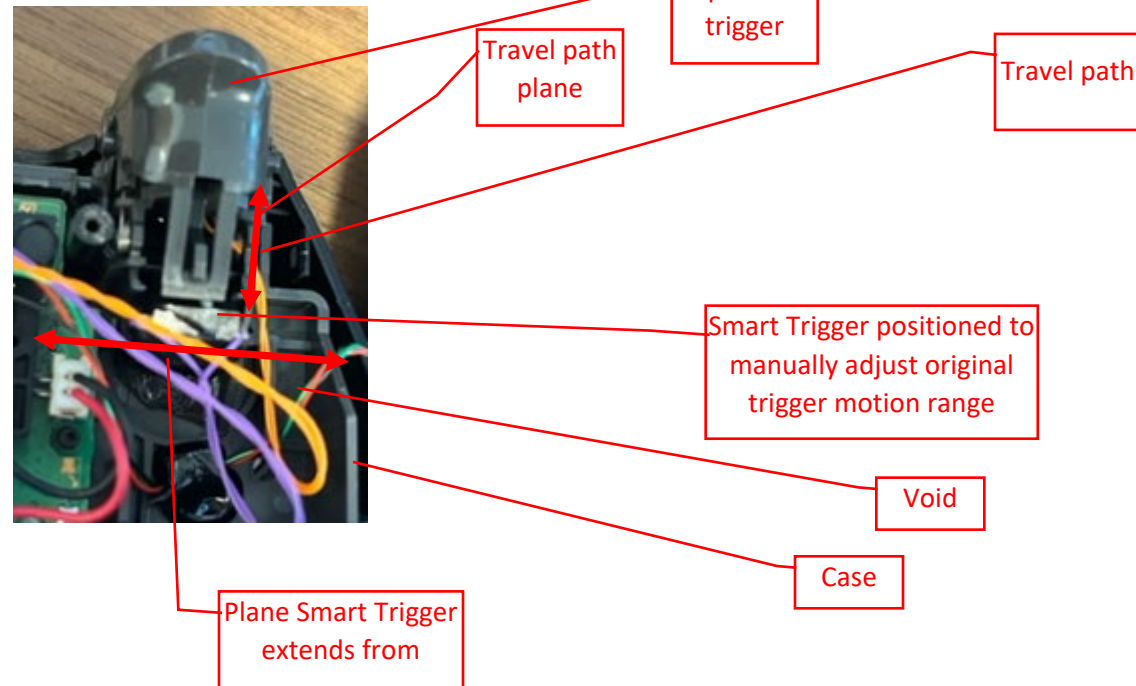
A second mechanism extending from a plane different from the plane of the second travel path into a second void behind the inner surface of the second depressible trigger, wherein the second void is defined by the outer case, the second mechanism configured to adjust a length of the second travel path of the second depressible trigger.


The Smart Trigger adjusts a length of a travel path for the second trigger. The Smart Trigger modifies the as-manufactured travel path of the trigger to “remove” travel time actuate the button, i.e., shortens or adjusts the range of motion of the trigger.

What are Smart Triggers / Bumpers?

Our **Smart Triggers and Smart Bumpers** are what we believe to be the epitome of performance modifications for shooter games, they remove the travel time necessary for the button to register an input. Instead of having to travel all the way down, all you'll hear is that satisfying 'click' the instant you decide to pull the trigger.

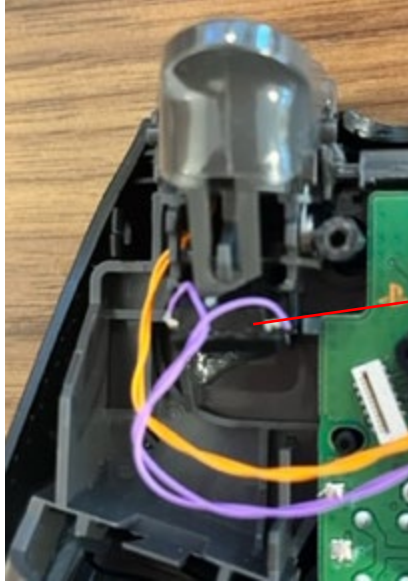

For you Halo fans, our Smart Triggers register instantly at 100% so there's no need to worry about charging for that Noob Combo!



Claim 12 of US 11,185,766	
<p>A trigger stop for use in an apparatus for supplying user inputs to a computer program for controlling the computer program, the trigger stop comprising:</p>	<p>To the extent the preamble is limiting, the Smart Trigger for the PS4 controller is a trigger stop for use in an apparatus for supplying user inputs for controlling a computer program. The Smart Trigger is configured to adjust a range of motion of a depressible trigger.</p> <div data-bbox="688 386 1423 844">  </div> <p>For example, the Smart Triggers provide an “input” for computer programs, such as “shooter games” including “Halo.” <a href="https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers">https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers</a></p> <div data-bbox="688 977 1898 1235"> <p>▼ <b>What are Smart Triggers / Bumpers?</b></p> <p>Our <b>Smart Triggers and Smart Bumpers</b> are what we believe to be the epitome of performance modifications for shooter games, they remove the travel time necessary for the button to register an input. Instead of having to travel all the way down, all you'll hear is that satisfying 'click' the instant you decide to pull the trigger.</p> <p>For you Halo fans, our Smart Triggers register instantly at 100% so there's no need to worry about charging for that Noob Combo!</p> </div> <p>The Smart Trigger “internally converts the linear trigger into a button. Removes the progressive ramp up, and as the shortest and lightest trigger pull available.” In other words, the Smart Trigger manually adjusts the depressible range (linear travel) of the trigger. <a href="https://battlebeavercustoms.com/tools/builder/63">https://battlebeavercustoms.com/tools/builder/63</a></p>

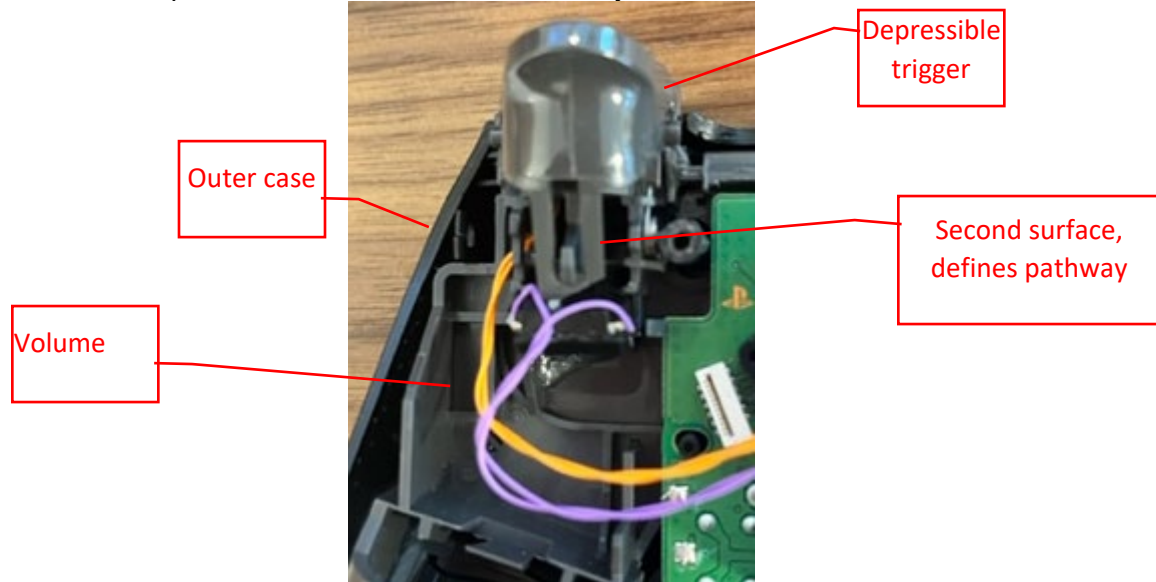
	<p><b>Triggers</b></p> <p><b>Left Trigger</b></p> <p>No Trigger Adjustments   Racetrigger Triggers   <b>Smart Triggers</b></p> <p><b>Smart Triggers:</b> Permanently and Internally converts linear trigger into a button. Removes the progressive ramp up, and has the shortest and lightest trigger pull available. Works for most games.</p> <p><b>Right Trigger</b></p> <p>No Trigger Adjustments   Racetrigger Triggers   <b>Smart Triggers</b></p> <p><b>Smart Triggers:</b> Permanently and Internally converts linear trigger into a button. Removes the progressive ramp up, and has the shortest and lightest trigger pull available. Works for most games.</p>
<p>A stop mechanism configured to adjust a range of motion of a depressible trigger of the apparatus,</p>	<p>The Smart Trigger is positioned within a pathway of the trigger to “remove” travel time actuate the button, i.e., adjusts a range of motion by adding a stop within the travel path.</p> <div data-bbox="693 824 1898 1081"> <p>▼ <b>What are Smart Triggers / Bumpers?</b></p> <p>Our <b>Smart Triggers and Smart Bumpers</b> are what we believe to be the epitome of performance modifications for shooter games, they remove the travel time necessary for the button to register an input. Instead of having to travel all the way down, all you'll hear is that satisfying 'click' the instant you decide to pull the trigger.</p> <p>For you Halo fans, our Smart Triggers register instantly at 100% so there's no need to worry about charging for that Noob Combo!</p> </div>



	 <p>Trigger stop positioned in a pathway of trigger to change the range of motion</p>
<p>Wherein the depressible trigger comprises: A first surface located outside an outer case of the apparatus, the first surface configured to provide an engagement surface for the user to activate the depressible trigger, and</p>	<p>The trigger includes a first surface located outside of the case, the first surface configured to provide an engagement surface for the user to activate the trigger.</p>  <p>Depressible trigger</p> <p>First surface</p> <p>Outer case</p>

A second surface opposite the first surface, the second surface configured to define a pathway in a volume defined by the outer case when the trigger is activated, wherein the stop mechanism is disposed within the volume defined by the outer case of the apparatus, and

The trigger includes a second surface opposite the first surface, the second surface configured to define a pathway in a volume defined by the outer case, where the stop mechanism is disposed within the volume defined by the outer case.

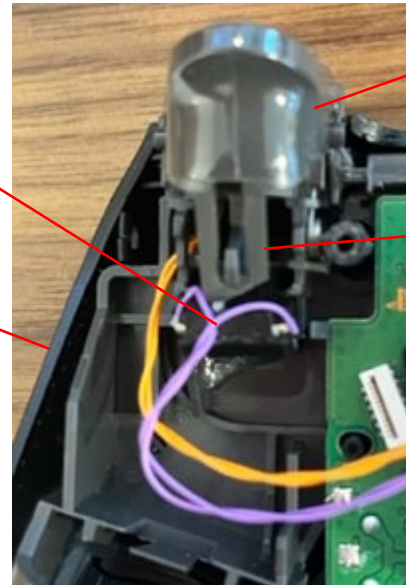


Wherein the stop mechanism extends into the pathway of the second surface along plane different from the plane of the pathway to adjust the range of motion of the depressible trigger.

The Smart Trigger extends into the pathway at a different location to shorten/adjust the range of motion of the trigger.

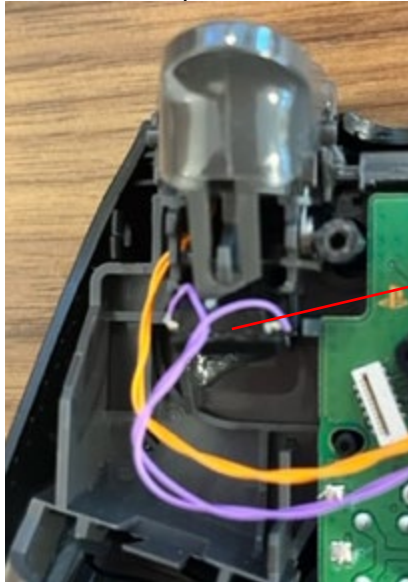
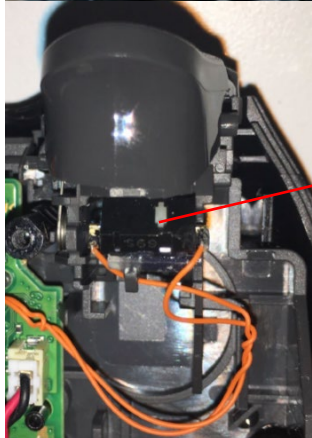
Smart Trigger positioned in pathway to adjust motion

Outer case




Depressible trigger



Second surface, defines pathway

Dependent Claims of Claim 12	
<p>13. The trigger stop of claim 12, wherein a position of the trigger stop is manually adjustable by the trigger stop to define at least a first and second range of motion of the depressible trigger.</p>	<p>The Smart Trigger mechanism is manually adjustable by removing portions of the original trigger in order to allow adjust the range of motion of the trigger, from a first range (e.g., Smart Trigger) to a second range (e.g., Racer Trigger).</p> <p>in the motion path.</p> <div data-bbox="690 386 1094 964"></div> <div data-bbox="1318 602 1654 737"><p>Smart Trigger positioned to manually adjust original trigger motion range</p></div> <div data-bbox="690 964 999 1404"></div> <div data-bbox="1251 1073 1581 1208"><p>Racer Trigger option with trigger protrusion removed</p></div>

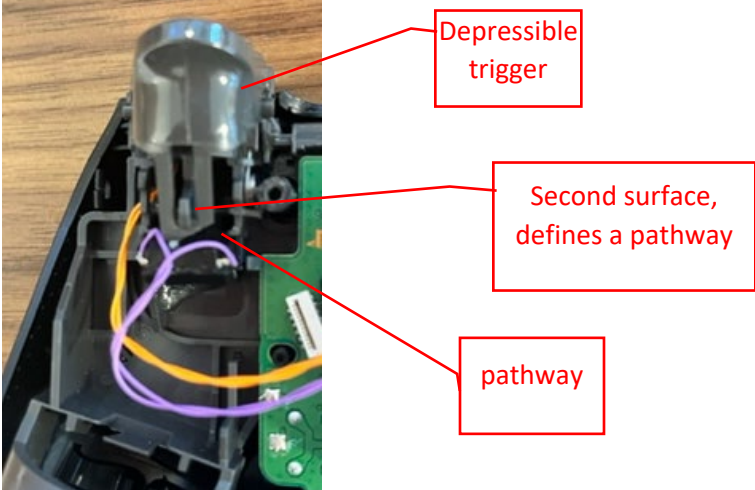
	<p>Options for trigger modifications include “Smart Trigger” and “Racer Trigger,” where the Racer Trigger allows 50% of the original trigger movement.  <a href="https://battlebeavercustoms.com/tools/builder/63">https://battlebeavercustoms.com/tools/builder/63</a></p> <p><u>Triggers</u></p> <p><b>Left Trigger</b></p> <div> <div>No Trigger Adjustments</div> <div>Racer Triggers</div> <div>Smart Triggers</div> </div> <p>Smart Triggers: Permanently and Internally converts linear trigger into a button. Removes the progressive ramp up, and has the shortest and lightest trigger pull available. Works for most games.</p> <p><b>Right Trigger</b></p> <div> <div>No Trigger Adjustments</div> <div>Racer Triggers</div> <div>Smart Triggers</div> </div> <p>Racer Triggers: A unique trigger that is a hybrid between Stock and Smart triggers. The trigger will move freely from 0-50% then click a smart trigger switch to instantly go from 50-100%</p>
14. The trigger stop of claim 12, wherein the computer program is a game program.	<p>The PS4 controller provides inputs for game programs, such as Halo.  <a href="https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers">https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers</a></p>
15. The trigger stop of claim 12, wherein the apparatus comprises a game controller configured to operate with a computing device.	<p>The PS4 controller provides inputs for game programs, such as Halo.  <a href="https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers">https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers</a></p>
<b>Dependent Claim of Dependent Claim 15</b>	
16. The trigger stop of claim 15, wherein the computing device comprises a game console.	<p>The PS4 Controller interacts with a PS4, which is a video gaming console.</p>

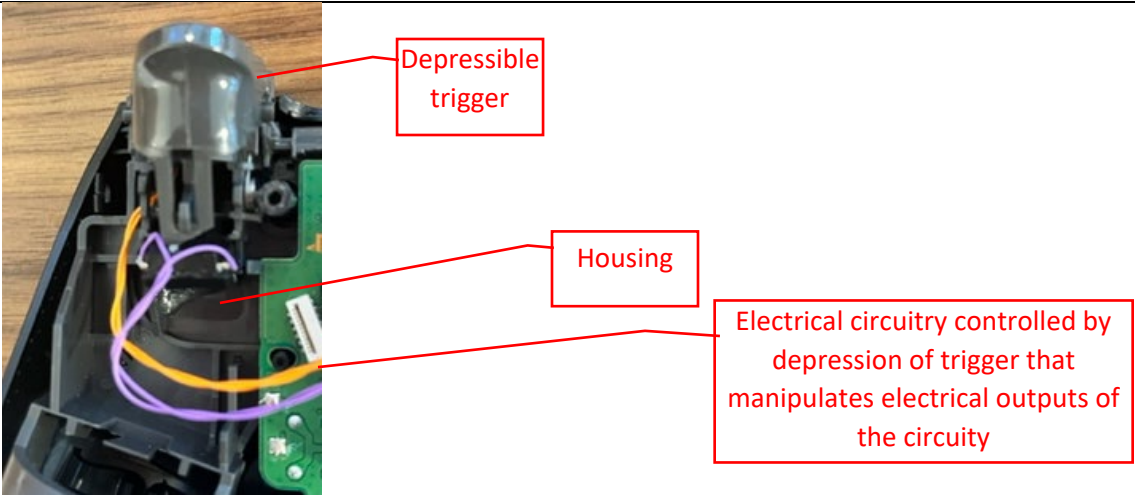
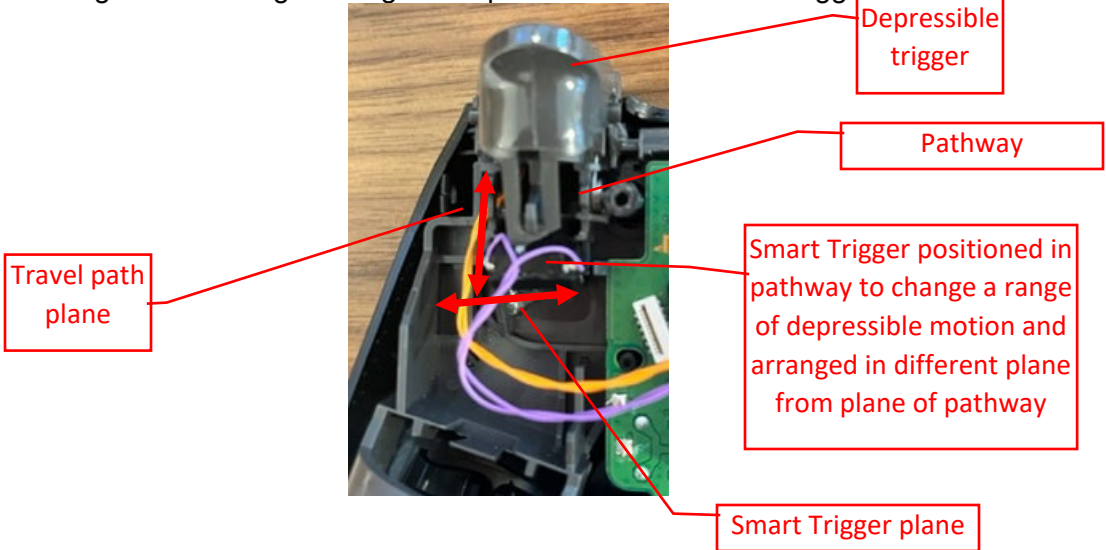
Claim 17 of US 11,185,766	
<p>A game controlled for controlling an electronic game, the game controller comprising:</p>	<p>To the extent the preamble is limiting, the Battle Beaver products include this feature. The PS4 Pro is a game controller that controls an electronic game</p> <div data-bbox="690 352 1423 812"></div> <div data-bbox="1514 475 1663 583"><p>Game controller</p></div> <p>For example, the Smart Triggers provide an “input” for electronic games, such as “shooter games” including “Halo.” <a href="https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers">https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers</a></p> <div data-bbox="690 977 1898 1235"><p>▼ <b>What are Smart Triggers / Bumpers?</b></p><p>Our <b>Smart Triggers and Smart Bumpers</b> are what we believe to be the epitome of performance modifications for shooter games, the remove the travel time necessary for the button to register an input. Instead of having to travel all the way down, all you'll hear is that satisfying 'click' the instant you decide to pull the trigger.</p><p>For you Halo fans, our Smart Triggers register instantly at 100% so there's no need to worry about charging for that Noob Combo!</p></div>

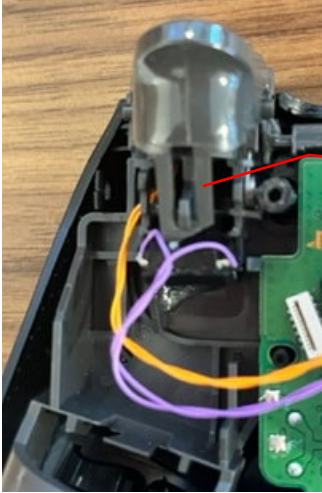


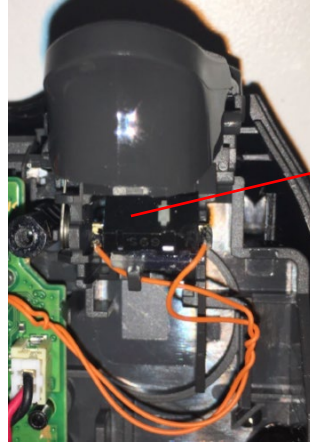
<p>A housing;</p>	<p>The PS4 controller includes a housing</p>  <p>housing</p>
<p>A pivoting trigger at least partially disposed within the housing, the trigger comprising a first surface configured to be engaged by a user to depress the trigger and a second surface opposite the first surface, the second surface defining a pathway when the trigger is depressed;</p>	<p>The PS4 controller includes a pivoting trigger at least partially disposed within the housing and includes a first surface configured to be engaged by a user to depress the at least one trigger.</p>  <p>Depressible trigger</p> <p>First surface</p> <p>housing</p>



	<p>The trigger includes a second surface opposite the first surface. The second surface defining a pathway when the at least one trigger is depressed.</p> 
<p>Electrical circuitry contained within the housing, wherein the trigger is in operational association with the electrical circuitry such that depression of the trigger causes electrical outputs of the electrical circuitry to control operation of the electronic game; and</p>	<p>The controller includes electrical circuitry contained within the housing. The trigger is in operational association with the electrical circuitry such that depression of the trigger causes electrical outputs to the electrical circuitry to control operation of the electronic game. The Smart Trigger includes a switch coupled to a PCB (e.g., electrical circuitry), where the switch is controlled by depression of the trigger and generates “inputs” to the PCB, which manipulates an electrical signal or output from the PCB to control the electronic games.</p> <p>For example, the Smart Triggers provide an “input” for electronic games”.  <a href="https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers">https://battlebeavercustoms.com/tools/help-center#what-are-smart-triggers-bumpers</a></p> <div data-bbox="695 1149 1898 1404" style="background-color: #2e3436; color: white; padding: 10px;"> <p>▼ <b>What are Smart Triggers / Bumpers?</b></p> <p>Our <b>Smart Triggers and Smart Bumpers</b> are what we believe to be the epitome of performance modifications for shooter games, they remove the travel time necessary for the button to register an input. Instead of having to travel all the way down, all you'll hear is that satisfying 'click' the instant you decide to pull the trigger.</p> <p>For you Halo fans, our Smart Triggers register instantly at 100% so there's no need to worry about charging for that Noob Combo!</p> </div>

	 <p>Depressible trigger</p> <p>Housing</p> <p>Electrical circuitry controlled by depression of trigger that manipulates electrical outputs of the circuitry</p>
<p>A trigger stop disposed within the housing in the pathway of the second surface of the trigger, the trigger stop disposed along plane different from the plane of the pathway, the trigger stop configured to change a range of depressible motion of the trigger.</p>	<p>The Smart Trigger is a trigger stop disposed within the housing in the pathway of the trigger and is disposed along a plane different from the plane of the plane of the pathway. The Smart Trigger is configured to change a range of depressible motion of the trigger.</p>  <p>Depressible trigger</p> <p>Pathway</p> <p>Smart Trigger positioned in pathway to change a range of depressible motion and arranged in different plane from plane of pathway</p> <p>Smart Trigger plane</p> <p>Travel path plane</p>

	<p>The Smart Trigger modifies the as-manufactured travel path of the trigger to “remove” travel time actuate the button, i.e., shortens or adjusts the range of motion of the trigger. The Smart Trigger is positioned within the outer case of the apparatus.</p> <div data-bbox="695 293 1898 548" style="background-color: #333; color: white; padding: 10px;"> <p>▼ <b>What are Smart Triggers / Bumpers?</b></p> <p>Our <b>Smart Triggers and Smart Bumpers</b> are what we believe to be the epitome of performance modifications for shooter games, they remove the travel time necessary for the button to register an input. Instead of having to travel all the way down, all you'll hear is that satisfying 'click' the instant you decide to pull the trigger.</p> <p>For you Halo fans, our Smart Triggers register instantly at 100% so there's no need to worry about charging for that Noob Combo!</p> </div>
<p><b>Dependent Claim of Claim 17</b></p>	
<p>18. The game controller of claim 17, wherein the trigger stop is manually adjustable by a user to adjust the depressible range of motion of the trigger from a first range of motion to a second range of motion.</p>	<p>The location of the stop is manually adjustable as Battle Beaver controls and can vary the height of the stop, such as by optionally removing a protrusion on the trigger to change the allowable linear range of the trigger.</p> <div data-bbox="695 781 1316 1271">  <div data-bbox="1045 906 1316 1065" style="border: 1px solid red; color: red; padding: 5px; display: inline-block;"> <p>Protrusion that is removed to change motion</p> </div> </div>



Racer Trigger option with  
trigger protrusion removed

Options for trigger modifications include “Smart Trigger” and “Racer Trigger,” where the Racer Trigger allows 50% of the original trigger movement.

<https://battlebeavercustoms.com/tools/builder/63>

## Triggers

### Left Trigger

No Trigger Adjustments

Racer Triggers

Smart Triggers

Smart Triggers: Permanently and Internally converts linear trigger into a button. Removes the progressive ramp up, and has the shortest and lightest trigger pull available. Works for most games.

### Right Trigger

No Trigger Adjustments

Racer Triggers

Smart Triggers

Racer Triggers: A unique trigger that is a hybrid between Stock and Smart triggers. The trigger will move freely from 0-50% then click a smart trigger switch to instantly go from 50-100%